



NTSC U/C

PlayStation®



SCUS-94579  
94579

NCAA®



# NCAA® FINAL FOUR® 2001



SONY



COMPUTER  
ENTERTAINMENT®

## WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

## USE OF UNOFFICIAL PRODUCT

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## HANDLING YOUR PLAYSTATION DISC

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from the outer edge. Never use solvents or abrasive cleaners.

# NCAA® Final Four® 2001 Tips and Hints

## PlayStation® Hint Line

Hints for all games produced by SCEA are available:

### Within the US: 1-900-933-SONY (1-900-933-7669)

\$0.95/ min. auto hints, \$1.40/ min. live, \$6.95-\$16.95 for tips by mail & \$5.00-\$20.00 for card recharge.  
(subject to availability)

### Within Canada: 1-900-451-5757

\$1.50/ min. auto hints.

For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated is available 24 hours a day, 7 days a week.

In Canada, automated support is available 24 hours a day, 7 days a week.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

## Consumer Service/Technical Support

### 1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 7AM-6PM Pacific Standard Time.

## PlayStation On-Line <http://www.scea.com>

Our news is always hot! Visit our website and find out what's happening — new titles, new products and the latest information about the PlayStation game console.

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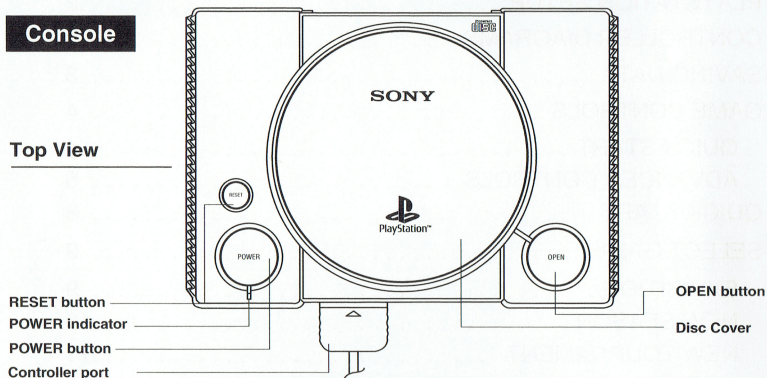
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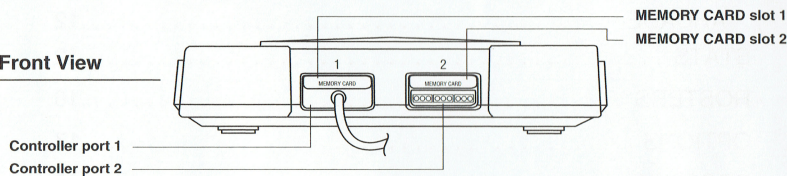
# PlayStation Setup

## Console

### Top View



### Front View

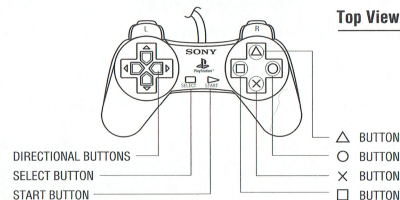


Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the NCAA Final Four 2001 disc and close the Disc Cover. Insert game controllers and turn ON the PlayStation game console. Follow on-screen instructions to start a game.

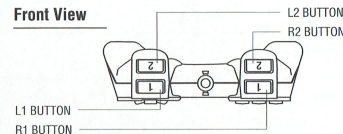
# Controller Diagrams

## Digital Controller

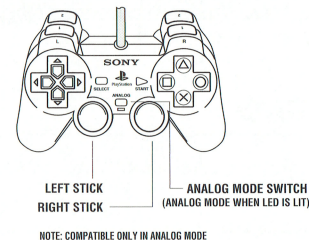
### Top View



### Front View



## DUALSHOCK™ analog controller



# Saving Data

You must insert your MEMORY CARD before you save or load a file. NCAA Final Four 2001 saves user-defined options and all data for Seasons, Tournaments, Records, Roster Changes and Recruits. Three blocks of memory must be available on your MEMORY CARD in order to save game data and user-defined options, while only one block of memory is needed to save user records. If you don't use a MEMORY CARD, all NCAA Final Four 2001 data will be lost when you turn off your PlayStation game console.

# Game Controls

## QUICK START CONTROLS

NCAA Final Four 2001's Quick Start Controls allow you to get right into the game. The following basic controls give you enough to get going and allow you to begin play without having to learn advanced game control combinations.

### OFFENSE

Move player	Directional Buttons on digital controller or Left Stick on DUALSHOCK analog controller
Shoot / Rebound	⊗
Pass / Double pass	⊙ / Double tap ⊙
Pivot and protect ball	⊠
Pump fake	△
Turbo	R1
Special dribble	L1



























### DEFENSE

Move player	Directional Buttons on digital controller or Left Stick on DUALSHOCK analog controller
Steal	⊠
Jump / Rebound	⊗
Switch to defender closest to the ball	⊙
Auto defense	△
Turbo	R1
Intentional foul	L1



# ADVANCED CONTROLS

## OFFENSE

Alley oop	R2 +  ,  ,  , or  followed by L2 +  ,  ,  , or 
Call an offensive play	SELECT +  ,  ,  , or 
Jump pass (Jump to shoot then pass the ball)	 then 
6th man / Taunt	L1 + L2 + R1 + R2
Icon Passing	L2 +  ,  ,  , or 
Icon Cutting	R2 +  ,  ,  , or 
Icon Screening	R2 + L2 +  ,  ,  , or 

## ICON PASSING

Allows you to pass the ball to any teammate. Hold L2 to bring up the passing icons and pass the ball by pressing the icon of a teammate.









## ICON CUTTING

Allows you to direct any teammate to cut to the basket. Hold R2 to bring up the cutting icons and press the icon of a teammate.

## ICON SCREENING

Allows you to set a pick for a teammate to give him an open look. Hold R2 + L2 to bring up the screening icons and press the icon of a teammate.


## DEFENSE

Icon Switching	L2 +  ,  ,  , or 
Cherry pick	R2 +  ,  ,  , or 

## ICON SWITCHING

On defense, press L2 to bring up the icons shown under your players. Press the icon of the player you want to switch to on defense.

## FREE THROW LINE

Dribble	L1
Spin ball in palm of hand	R1
Bounce ball with backspin	L2 or R2
Shoot	

## MULTI-PLAYER GAME


Adding a Multitap allows you to play up to a five-player game. With two Multitaps, up to four users (eight players total) can play on each team.

**NOTE:** When using the Multitap, at least one controller must be connected to Controller Port 1-A or 2-A.

# Quick Start






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Quick Start Games allow you to start an Exhibition game quickly without any set up. Teams are selected for you. All you have to do is select one of the predetermined teams and you're all set. If you decide after selecting Quick Start that you would prefer to set up your game format:

- Press  from the Controller screen to go back to the Main Menu.

## CONTROLLER

Choose a team and configure your controller for the game.

- Press the Left/Right Directional Buttons to choose a team.
- Press  to configure your controller by setting different offensive and defensive game controls.
- Press the Up/Down Directional Buttons to highlight a game action.
- Press the Left/Right Directional Buttons to switch the action button symbol with that of a different action button symbol. If after you make changes to your controller setup you decide to use the default settings, press .
- Press  to accept the new configuration or press  to cancel.
- Press  to move to the Touch Shooting screen.

## TOUCH SHOOTING

Touch Shooting allows you to control a player's shooting ability. The use of a shot meter will make your player into a successful jump-shooter from anywhere on the court. To give yourself the best chance at making a shot:

- Hold  to start the shot.
- Watch the red bar rise on the shot meter.
- Release  at the yellow triangle on the shot meter to hit the shot.

**NOTE:** If a green layer at the top of the shot meter is not visible, your player is out of range for his skill level.

## Select Game



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### EXHIBITION

Exhibition games allow you to play a game with any of the teams from the NCAA Division I-A. Get a feel for the speed of the game and the players on the court. Exhibition results are not recorded in Season standings and cannot be saved to the MEMORY CARD.

### EXHIBITION TEAM MATCHUP

Here's where you choose the teams for your game. Use the overall team ratings shown below the team logo to help with your team selection. The higher the number, the better the skill level.

- Press  to select Home or Away.
- Press the Left/Right Directional Buttons to choose a team. Press L1/R1 to cycle alphabetically through the teams.
- Repeat these steps to make a selection for the opposing team.
- Press  to accept the team matchup and bring up the Controller screen.



## CONTROLLER

See Controller on page 8 for more information.

## TOUCH SHOOTING



See Touch Shooting on page 9 for more information.

## NEW SEASON

Enjoy the challenge of playing an entire Season. If your team wins enough games, at the end of a Season, it will join the field of 64 teams making a run at the NCAA Championship. Your goal is to win your Conference championship to earn a top seed for the Tournament. See Quick Start on page 8 for more information on setting up a game.

## SELECT TEAM

Select a team for your season.

- From CONFERENCE, press the Left/Right Directional Buttons to choose a Conference. To select a team from the entire field of NCAA teams, make the selection ALL.
- Press the Down Directional Button to SCHOOL and then press the Left/Right Directional Buttons to choose a team.
- Press the Up/Down Directional Buttons to select a game on the schedule. You can simulate any game on the schedule by highlighting a game date and pressing . This will simulate that game and all games prior to it. Once a game is simulated, it cannot be replayed.
- Press  to play a game. In a multi-player game, this will bring up the Controller screen. See Controller on page 8 for more information.




## NEW TOURNAMENT

Bypass the regular Season and jump straight into the NCAA Tournament. There are four regional brackets that make up the 64 teams competing for the National Championship. See Quick Start on page 8 for more information on setting up a game.

## TOURNAMENT

The Tournament screen shows the tree of matchups for each round. Keep the matchups or customize your own Tournament by changing the teams within the brackets. You also have the option to simulate a Tournament.

To make changes to the Tournament setup:

- Press  to select the tree map.
- Press the Directional Buttons to navigate through the tree map to select a particular Region.
- Press  to switch control back to the team list.
- Press the Up/Down Directional Buttons throughout the region to highlight a team.
- Press the Left/Right Directional Buttons to choose a different team from the list of unseeded teams.
- When finished making changes, to play a game, press the Directional Buttons to a team matchup and press  to bring up the Controller screen. See Controller on page 8 for more information.

**NOTE:** You will be locked into this tier of the Tournament tree throughout the Tournament.

## CONTINUE

Continue a Season or Tournament at the next scheduled game. To use the Continue option, you must have already started a Season or Tournament or loaded a previously saved Season or Tournament from a MEMORY CARD. See Saving Data on page 3 for more information. Also, see New Season on page 10 or New Tournament on page 11 for details of how to set up these games.


## ARCADE

Arcade is an Exhibition game that allows you to play at a faster pace with exaggerated special moves.

## Stats

Stats are only available for Seasons or Tournaments. See how each player and team stack up to the rest of the league.

## INDIVIDUALS

View the Season and Tournament stats of each player. To sort a stat category, organizing players from best to worst, highlight a stat category and press .


- From CONFERENCE, press the Left/Right Directional Buttons to choose a Conference.
- Press the Down Directional Button to TEAM, and then press the Left/Right Directional Buttons to choose a team from that Conference.
- Press the Down Directional Button to activate the stats grid.
- Press the Up/Down Directional Buttons to view the entire list of players.
- Press the Left/Right Directional Buttons to highlight a statistical category.

## PLAYER STAT ABBREVIATIONS

The following are definitions of the statistical abbreviations shown under Individual Stats:

G	Games Played	BLK	Blocked Shots
MIN	Minutes	TO	Turnovers
PPG	Points Per Game	FGM	Field Goals Made
RPG	Rebounds Per Game	FGA	Field Goals Attempted
APG	Assists Per Game	PCT	Shot Percentage
OREB	Offensive Rebounds	3PTM	3 Pointers Made
DREB	Defensive Rebounds	3PTA	3 Point Attempts
TREB	Total Rebounds	3PCT	3 Point Percentage
AST	Assists	PTS	Points
STL	Steals		

## TEAMS

View the Season and Tournament stats of each player. To sort a stat category, organizing players from best to worst, highlight a stat category and press .

- From CONFERENCE, press the Left/Right Directional Buttons to choose a Conference.
- Press the Down Directional Button to activate the stats grid.
- Press the Up/Down Directional Buttons to view the entire list of teams.
- Press the Left/Right Directional Buttons to highlight a statistical category.



## TEAM STAT ABBREVIATIONS

The following are definitions of the statistical abbreviations shown under Team Stats:

G	Games Played	3PT%	3 Point Percentage
OFF	Offense (Pts for)	FT%	Free Throw Percentage
DEF	Defense (Pts against)	STL	Steals
MARG	Margin of Victory	BLK	Blocked Shots
FG%	Field Goal Percentage	TO MARG	Turn Over Margin
FG% DEF	Opponent's FG%	REB MARG	Rebounding Margin
3PT	3 Pointers Made		

## POLLS

View the latest Coaches and Writers Polls to see if your team has entered the top 25.

- From POLL, press the Left/Right Directional Buttons to choose Writers or Coaches.
- Press the Down Directional Button to activate the stats grid.
- Press the Up/Down Directional Buttons to view the entire list of ranked teams.

## STANDINGS

Check the game-to-game status of each Conference's standings.

- From CONFERENCE, press the Left/Right Directional Buttons to choose a Conference.
- Press the Down Directional Button to enter the standings grid.
- Press the Up/Down Directional Buttons to view the Conference and Overall Standings of each team.

## BUBBLE WATCH

A team is on the "bubble" when it has just enough wins to enter the NCAA Tournament, but not enough to make its berth automatic.

- From CONFERENCE, press the Left/Right Directional Buttons to choose a Conference.
- Press the Down Directional Button to move through the bubble grid.
- Press the Up/Down Directional Buttons to view the entire list of teams on the "bubble" for the selected Conference. To view the entire list of teams in the NCAA on the "bubble", from CONFERENCE, choose ALL.

## AWARDS

View the Season's top performers.

- From CONFERENCE, press the Left/Right Directional Buttons to choose a Conference and view the leading candidates for the 1st and 2nd Team All Conference Players as well as the Player of the Year.

## INJURIES

View the list of player injuries that have been reported during the Season.

- From CONFERENCE, press the Left/Right Directional Buttons to choose Conference.
- Press the Down Directional Button to the injury report grid.
- Press the Up/Down Directional Buttons to view the entire list of players and their injuries.

# Rosters

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The Rosters option gives you a chance to alter the roster of any collegiate team. A team's roster cannot exceed 12 players.





## SELECT TEAM

Change the look of a team's roster by selecting the team here.

- Press the Left/Right Directional Buttons to choose a CONFERENCE. To select a team from the entire field of NCAA teams, make the selection ALL.
- Press the Up/Down Directional Buttons to SCHOOL, and then press the Left/Right Directional Buttons to choose a team. To cycle through the Conferences and Schools in alphabetical order, press L1/R1.


## LINE UP

Edit the starting lineups for the team that you've just selected. Substitute a starter for a player off the bench or from the list of recruits whose attributes you can change.

- Press the Up/Down Directional Buttons to select a starter to replace. Press the Left/Right Directional Buttons to view his attributes.
- Press  to choose a player from the bench or  to choose from the list of recruits.
- Press the Up/Down Directional Buttons to highlight a player as the replacement.
- Press  to substitute a player from the bench or  to use a recruit.

## RECRUITS

Create 12 recruits that can be added to your starting lineups. Use the attributes listed to shape a player into an All-American talent or simply create yourself using your own characteristics. The skill levels of each recruit can range from 40-99. To raise one attribute, you'll have to lower another.

- Press L1/R1 to choose a recruit.
- Press the Up/Down Directional Buttons to move through the player attributes, and then press the Left/Right Directional Buttons to make changes.
- Press  when you are done.

## RESET ROSTERS

Rosters can easily be restored to their original setup. Choosing this option will also reset any Season or Tournament not saved to the MEMORY CARD.

## Options

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Use the following options to set game attributes.

### HALF LENGTH

Choose the length, in minutes, of each half.

### GAME SPEED

Choose the speed of the game. The higher the number, the faster the game action moves.

### DIFFICULTY

The player difficulty will determine each player's offensive and defensive ability. The Freshman and Sophomore levels should get you going, as the Junior or Senior levels provide a much greater challenge.



## **INJURIES**

Keep Injuries ON to allow player injuries during the game.

## **FATIGUE**

Turn Fatigue OFF to keep your players from getting tired during the game.

## **FOULS**

Turn Fouls OFF to play a game without fouls being called.

## **SUBSTITUTION**

Choose a setting for game substitutions. **MANUAL** allows you to make substitutions. With a setting of **AUTO**, the CPU controls the player substitutions.

## **TOUCH SHOOTING**

Keep Touch Shooting ON to control the accuracy of your shot. See the Touch Shooting screen of your game setup for a demo of Touch Shooting.

## **SOUND**

Turn the game sound ON/OFF.

## **SURROUND**

Keep Surround ON to hear the sound of the game in surround sound.

## **CROWD**

Control the excitement of the crowd during the game by adjusting the level of the crowd noise.

## **PLAY-BY-PLAY**

Adjust the volume of the play-by-play commentator.

## **SFX**

Adjust the volume of the special sound effects of the game.

## **MUSIC**

Adjust the volume of the game music and front-end music.

## **AUTO REPLAYS**

Adjust the frequency in which replays are shown. A high setting will cause replays of exciting plays to automatically be shown.

## **6TH MAN**

Keep 6th Man ON for the home team to fire up the crowd and use it as a 6th defensive man. On defense, press L1 + L2 + R1 + R2 as your opponent goes up for a shot to bring the crowd noise to a maximum and disrupt his rhythm.

# ***Records***

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View the records set during the course of action on the hardwood.

- From **DIFFICULTY**, press the Left/Right Directional Buttons to choose a difficulty level of games in which records were set.
- Press the Up/Down Directional Buttons to **HALF LENGTH**, and then press the Left/Right Directional Buttons to make a choice.
- Press the Down Directional Button to the records grid. Continue to press the Up/Down Directional Buttons to view the entire list of records set.

# Memory Card

The MEMORY CARD option allows you to manage the files on your MEMORY CARD. See Saving Data on page 3 for more information.

## SAVE GAME

To save a finished game:

- Press the Up/Down Directional Buttons to select a MEMORY CARD slot.
- Name your game by pressing the Left/Right Directional Buttons to cycle through the alphabet and pressing  $\otimes$  to lock in the letters. To back up and delete a letter, press  $\square$ .
- Press  $\odot$  to end the save setup and press  $\otimes$  to select YES and save the game.
- To overwrite Save Game, press  $\odot$  to end the save setup, and then press  $\otimes$  to save and  $\square$  to overwrite.

## LOAD GAME

To continue a Season or Tournament, you must first load it from the MEMORY CARD. From the Load Game screen:

- Press the Left/Right Directional Buttons to choose a MEMORY CARD slot.
- Choose a game from the MEMORY CARD and press  $\otimes$  to load the game.

## SAVE RECORDS

To save the records from a Season or Tournament, from the Save Records screen:

- Press the Left/Right Directional Buttons to choose a MEMORY CARD slot.
- Press  $\square$  to select YES and save the Records.
- To overwrite, press  $\otimes$  to update Records, and then press  $\square$  to confirm the overwrite.

## LOAD RECORDS

To load records, from the Load Records screen:

- Press the Left/Right Directional Buttons to choose a MEMORY CARD slot.
- Press  $\otimes$  to load Records.

## DELETE FILES

To delete files from the MEMORY CARD:

- Press the Left/Right Directional Buttons to choose a MEMORY CARD slot.
- Press the Up/Down Directional Buttons to select a file to delete and press  $\otimes$ .
- Press  $\square$  to select YES and delete the file.



# Playing the Game

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## PREGAME MENU

Use the Pregame Menu to set up any last minute game attributes.

### PLAY

Starts the game.

### OPTIONS




See Options on page 17 for more information.

### CAMERA ANGLE

Select the camera angle that gives you the best view of the action on the court.


### LINE UP

Change the starting lineups before the start of the game. When the game is paused, you can also use this option to make player substitutions.

- From TEAM, Press the Left/Right Directional Buttons to choose a team.
- Press the Down Directional Button to activate the Line Up grid.
- Press the Up/Down Directional Buttons to select a starter to replace. Press  to view player stats.
- Press  to move to the Bench grid.
- Press the Up/Down Directional Buttons to select a player as a replacement and press  to make the change.


## OFFENSE

Set your team's offensive strategies for the game. During the game, you can make offensive play calls (strategies) on the fly by holding SELECT and pressing the icon of an offensive strategy.

- From TEAM, press the Left/Right Directional Buttons to choose a team.
- Press the Down Directional Button to SET and then press the Left/Right Directional Buttons to choose your default set.
- Press  to accept the default set.

## DEFENSE

Set your team's defensive strategies for the game. During the game, you can also make defensive play calls (strategies) on the fly by holding SELECT and pressing the icon of a defensive strategy.

- From TEAM, press the Left/Right Directional Buttons to choose a team.
- Press the Down Directional Button to select an icon configuration then press the Left/Right Directional Buttons to choose an option.
- Press the Down Directional Button to PRESSURE, and then press the Left/Right Directional Buttons to set the amount of defensive pressure that will be applied to each strategy.
- Press  to accept the defensive setup.

## CONTROLLER

See Controller on page 8 for more information.

## INJURY REPORT

View the list of players that have reported injuries for the game.

## QUIT

End the game and return to the Main Menu.

## GAME PAUSE MENU

Press the START button to pause the game and bring up the following options. See Options on page 17 for descriptions of repeated menu items.

### RESUME GAME

Resumes the game from the exact moment it was paused.

### INSTANT REPLAY

View the replay of the latest play.

Play / Stop replay	⊗
Rewind	Left Directional Button
Forward	Right Directional Button
Choose camera angle	SELECT
Exit Instant Replay	△

To set a camera angle of the replay, after pressing SELECT:

Raise camera	△
Lower camera	⊗
Zoom In/Out	Up/Down Directional Buttons
Rotate Left/Right	□ or ○
Move Left/Right	Left/Right Directional Buttons
Return to replay	SELECT

## GAME STATS

View the current game's stats.

- Press the Up/Down Directional Buttons to view the entire list of game stats.

### PLAYER STATS

View the current game's player stats. To sort a stat category, organizing players from best to worst, highlight a stat category and press ○.

- Press the Left/Right Directional Buttons to choose a team.
- Press the Down Directional Button to activate the player stats grid.
- Press the Left/Right Directional Buttons to select a statistical category.
- Press the Up/Down Directional Button to view the entire list of team stats.

### SHOT CHART

The Shot Chart will show where on the court a player has taken his shots.

- Press the Left/Right Directional Buttons to choose a team.
- Press the Down Directional Button to PLAYER, and then press the Left/Right Directional Buttons to view the shots of each player.

### TIMEOUT

Call a timeout to rest your team and think over your team strategies. You must have possession of the ball to call a timeout. Each team receives five timeouts per game. Up to four timeouts can be carried over to the second half.



# NCAA Final Four 2001 Credits

## KILLER GAME

Cyrus Kamada, Matt Brisbois, Tom Braski,  
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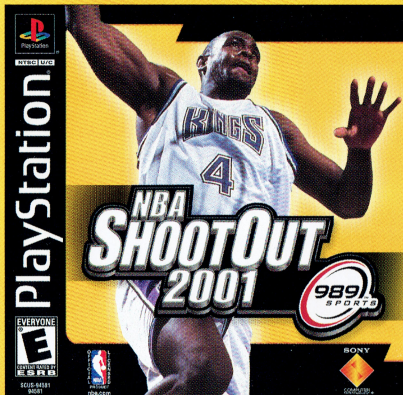
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